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SEGA™

SEGA SATURN™

NASCAR® 98

EA SPORTS™

T-5028H

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

KIDS TO ADULTS
CONTENT RATED BY ESRB

WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

EA SPORTS

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

HANDLING YOUR COMPACT DISC

- The Sega Saturn™ disc is intended for use exclusively in the Sega Saturn system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn™ compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

EA SPORTS

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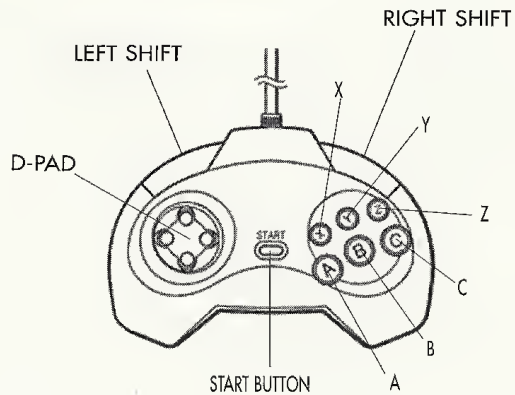
For more info about this and other titles, check out EA SPORTS™ on the web at **www.easports.com**.

EA SPORTS

STARTING THE GAME

1. Turn ON the power switch on your Sega™ Saturn™ system.
2. Make sure a control pad is plugged into the port labeled Control 1 on the Sega Saturn system.
3. Open the disc tray and place the *NASCAR® 98* disc inside.
4. Press **START** to advance to the Game Setup screen.

CONTROL SUMMARY



EA SPORTS

Note: *NASCAR 98* supparts a number of papular analag cantral devices; however, this sectian defines commands anly far the standard Sega Saturn control pad. If yau want to race using an analog cantral device, ☛ *Analag Cantrols*, p. 10.

MENU CONTROLS

Action	**Command**
Highlight Menu Item	D-Pad ↕
Cycle Menu Item Choices	D-Pad ↔
Select Menu Item	**C**
Return ta Previous Menu	**B**

DEFAULT DRIVING CONTROLS

Action	**Command**
Steer Left/Right	D-Pad ↔
Accelerate	**A** ar **C**
Brake	**B**
Change Driving View	**X** or **Z**
Cycle Map/Time Overlay	**Y**
Shift Up/Dawn	**RIGHT** Shift/**LEFT** Shift

PIT STOP CONTROLS

Action	**Command**
Highlight Pit Service	D-Pad ↕
Select/Cancel Tire ar Fuel Service	D-Pad ↔
Increase/Decrease Dawnfarce ar Wedge	D-Pad ↔
Splash and Ga	**A** ar **C** (tire service must be canceled)

Note: You must make pit stap adjustments befare your car stops in its pit space.

INTRODUCTION

There's a whole lot more ta NASCAR than driving fast and turning left. In a relatively shart periad af time, this one-time spart af maonshiners and rebels has become America's number ane draw—its drivers idolized by thausands af fans.

It's easy ta identify with NASCAR drivers (they laak like us, they talk like us, they even race the same cars we drive to work every day). It's easy, that is, until yau witness what they da in persan.

Roaring down the straights at speeds exceeding 200 mph; thundering thraugh turns with drivers inches away an either side; reigning in 700 horses, as they bump, grind, and trade paint all the way to the checkered flag.

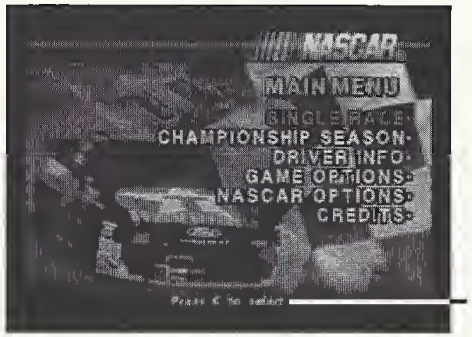
NASCAR drivers live a different lifestyle than the rest af us, and EA SPORTS™ brings that lifestyle to you.

NASCAR 98 FEATURES:

- Unparalleled pawer—take an 23 computer-cantralled cars at ance, ar compete head-ta-head an a split screen in a field af eight cars.
- Real NASCAR actian—accurate drafting physics, three and four wide racing, aggressive camputer drivers, and mare.
- 24 top NASCAR racers, driving their signature cars.
- 17 tracks, featuring 11 licensed NASCAR circuits, with variable laps—drive up to 600 miles at Charlatte!
- Analag cantrals suppart—Mad Catz™ Analog Steering Wheel and Sega Missian Stick™, 3D Cantral Pad, and Arcade Racer™.

THE MAIN MENU

At the *NASCAR 98* Main menu, you can select a game made, learn about the NASCAR drivers, access aptians, or view the game credits.



TO HIGHLIGHT A MENU ITEM, D-PAD ↕

TO SELECT A MENU ITEM, PRESS **C**

Note: Always check the on-screen instructians far menu commands specific to the current menu.

SINGLE RACE

Spend the weekend at yaur favarite *NASCAR 98* track. As driver and pit crew chief, yau can control yaur race fram bath sides af the wall. ☛ *Single Race Mode* on p. 13.

CHAMPIONSHIP SEASON

Enter a seasan at the NASCAR Cup Series level. Accumulate points over a 17-race season on your way ta the championship. ☛ *Championship Seasan Made* on p. 22.

DRIVER INFO

Check aut statistics and backgraund information on all 24 NASCAR drivers featured in the game.

GAME OPTIONS

Configure the general environment for your next race. You can adjust saund, music, cantrol pad aptians, and mare. ☛ *Game Options* below.

NASCAR OPTIONS

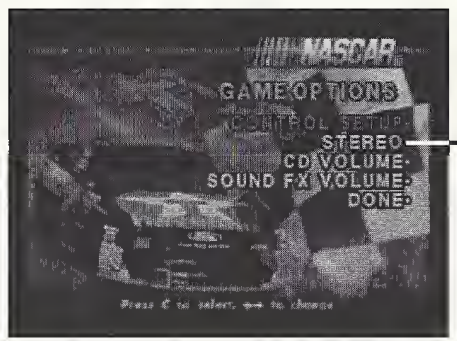
Canfigure specific race-related features including race length, car damage, and yellow flag options. ☛ *NASCAR Options* on p. 11.

CREDITS

View a list af the falks an the EA SPORTS pit crew wha turn the balts and make the games.

GAME OPTIONS

Fram the Game Options menu, yau can select an alternative control setup and adjust three different audia aptions.



TO ACCESS CONTROL SETUP OR A VOLUME OPTION PRESS **C**

Note: Default options appear in **BOLD** in this manual.

CONTROL SETUP

NASCAR 98 features multiple cantral pad canfiguratians. If yau want ta try a different setup, ga ta the Cantral Setup screen and choose another.

ANALOG CONTROLS

Analag cantrals deliver a more realistic driving experience than their digital caunterparts because they allaw far gradual cantral, rather than simple an/aff functions. *NASCAR 98* recagnizes a number af papular analag cantral devices.

To calibrate an analog control device:

1. Insert the analog control device and turn on the Sega Saturn.
2. Ga ta the Cantrol Setup screen and scroll the cantral options until yaur device appears on the screen.

➥ If yaur analag cantral device has an Analag/Digital switch, it must be set ta Analog to appear on the screen.

➥ If your analag cantral device daes nat appear, chaase the mast similar aptian.

3. Press **START** ta select the canfiguratian yau want. The Calibration screen appears.
4. Fallaw the instructions on the Calibration screen, then press **START** to accept.

STEREO/MONO

Set *NASCAR 98* music and saund effects ta MONO ar **STEREO**. Ta hear sterea sound, your TV must be equipped for stereo.

CD VOLUME

Set the CD Music saund level.

SOUND FX VOLUME

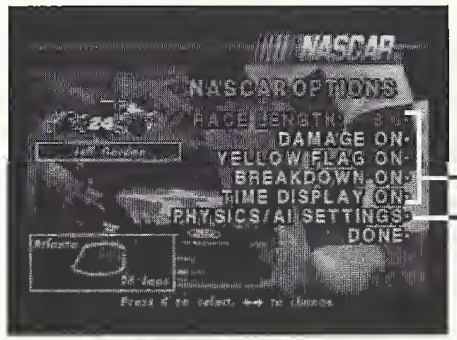
Set the in-game saund effects level.

DONE

Return ta the previous screen.

NASCAR OPTIONS

NASCAR options affect the authenticity level and complexity of the race. By adjusting these aptians, yau can customize *NASCAR 98* ta yaur style af play.



RACE LENGTH

Set the length af your next race. Race length appears as the percentage af a regulatian event. (e.g., 100% is the distance driven on that circuit in an actual NASCAR race.) Check the track overlay far lap equivalents.

DAMAGE

Set Damage Off for invincible cars, On far realistic results from collisians and the passibility af being knocked out af a race, ar **Ltd** (limited) for cars that sustain damage but continue racing if they flip ar lase a tire.

***EA* TIP**: If your car becames damaged in a collisian and yau can make it back into the pits, yaur crew campletes all necessary repairs.

YELLOW FLAG

When Damage is set to ON, the Yellow Flag option becomes available.

Yellow Flag **ON**: If a car stalls or gets knocked out of a race, the yellow flag appears. While the yellow flag is out, your car enters auto-pilot mode and the field runs under caution. When the course is clear, the green flag appears and you resume control of your car.

Yellow Flag **OFF**: If a car breaks down, the race continues uninterrupted while the track is cleared.

BREAKDOWN

When you toggle Damage ON, the Breakdown option becomes available. Set Breakdown ON or **OFF**. With Breakdown ON, pushing a car beyond its limits may result in a blown engine.

> **NOTE**: If you blow your engine, your race is over. Not even your pit crew can get you back on track.

TIME DISPLAY

Set Time Display **ON** or OFF. Time Display presents current split times and time differentials.

SPLIT TIME: Tracks are divided into equal segments, or traps. When you complete a trap, *NASCAR 98* records the elapsed time. After the first completed lap, Time Display compares your current trap time to your best time through the same trap, and displays the difference.

TIME DIFFERENTIAL: The time differential pop-up appears each time you pass the Start/Finish line. Time differential displays the name of the driver behind you and his time deficit and the driver ahead of you along with his advantage.

PHYSICS/AI SETTINGS

Set your car's performance relative to the other cars on the track. **ARCADE**: You have the clear advantage. SIMULATION: Every car's performance level is identical. CUSTOM: You can change any option to make the game easier or more difficult to beat.

DONE

Exit the NASCAR Options menu, and return to the previous screen.

SINGLE RACE MODE

It's not part of the NASCAR Cup Series, but it's a lot more than just a race. You can log practice laps, qualify for grid position, and work on your car setup–all before the race starts!

➥ When you choose SINGLE RACE from the Main menu, the Race Setup menu appears.

RACE SETUP MENU

At the Race Setup menu, you choose the most basic features of your next race: how many players, which track you want to travel to, and which car you're going to drive when you get there.

ONE PLAYER/TWO PLAYERS

Choose the number of players. In a **ONE PLAYER** race, one player faces 23 drivers on a full screen. If you have two controllers plugged in, you can select TWO PLAYERS and race on a split-screen against six computer-controlled cars.

SELECT CAR

Select from 24 of the top NASCAR cars. Each driver races his signature ride, so when you choose a car, you assume the identity of that car's driver.

SELECT TRACK

NASCAR 98 features 17 tracks from which to choose including 8 fast ovals and 9 winding road courses.

NASCAR OPTIONS

☛ *NASCAR Options* an p. 11.

SPEED COMP (TWO PLAYER ONLY)

Helps trailing player catch the player in the lead when **ON**.

COMPUTER CARS (TWO PLAYER ONLY)

Toggle six computer apponents ON/**OFF**.

DONE

Accept the Race Setup. The Single Race Weekend menu appears.

SINGLE RACE WEEKEND MENU

Before the race, you can madify your car setup, run practice laps, qualify far starting grid positian, and set options. When yau're ready, you can start the race; when it's over, yau can view track recards.

RACE SETUP

Return ta the Race Setup menu.

CAR SETUP

Adjust yaur car settings for optimum performance an the selected track. You can access the Car Setup menu before practicing and return ta it at any time prior ta the race. ☛ *Car Setup Menu* an p. 21.

PRACTICE

Drive an unlimited number af sala laps (well, up ta 1,000) araund the selected track. You can get a feel for the track, experiment with different setups, and work on pit strategies.

Note: Practice is nat available in Twa Player made.

- When you choose PRACTICE, a track diagram appears.
- Ta get dawn to the track, press **START** when the indicatar appears. ☛ *Driving Contrals* an p. 16.

QUALIFY

Take ane salo trip around the track ta record your lap time. Yaur time is compared ta the ather drivers' to determine yaur pasition in the starting grid.

Note: Qualify is not available in Twa Player mode.

- When you choose QUALIFY, yaur opponents' best lap times appear.
- To get dawn ta the track, press **START** when the indicator appears. ☛ *Driving Controls* on p. 16.
- After you qualify, the Qualifying Results appear. Press **START** to advance ta the Car Setup menu. ☛ *Car Setup Menu* on p. 21.
- Ta begin the race, select DONE; to return ta the Single Race Weekend menu, press **B**.

RACE

Take to the track ta find aut how you match up against professional NASCAR drivers in their trademark machines. If yau chase nat to qualify, yau'll start in last position on the starting grid.

- When you chaase RACE, the starting grid scralls, row by row. The driver with the pale pasition appears an the left side of the first row.
- Ta get down ta the track, press **START** when the indicator appears. ☛ *Driving Cantrals* an p. 16.
- After yaur race, the Race Results appear, fallowed by the Single Race Weekend menu.

GAME OPTIONS

☛ *Game Options* an p. 9.

VIEW RECORDS

Following a race, you can view records set on the track. *NASCAR 98* tallies the win/loss record and best lap time for each driver you've raced as on the current track.

NASCAR 98 saves records for up to 15 drivers to the Sega Saturn's internal memory.

***EA* TIP**: You can use Sega Saturn back-up RAM cartridges to save records for additional drivers. Up to 15 drivers per cartridge.

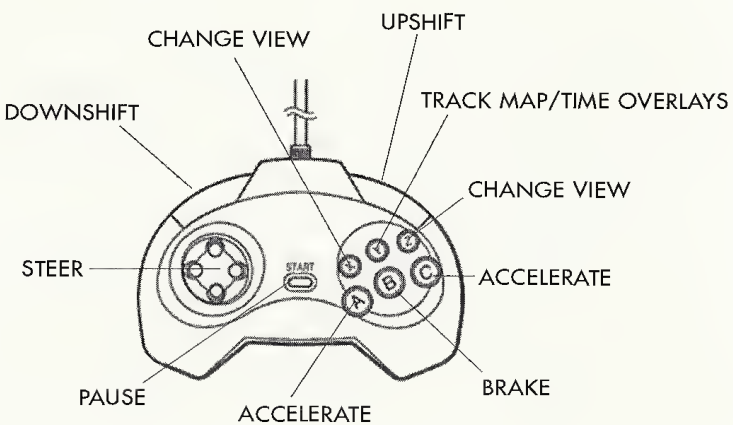
TO MAIN MENU

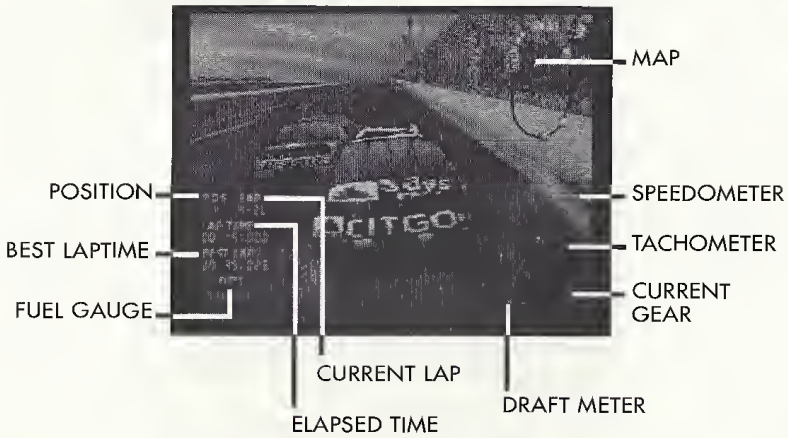
Return to the Main menu.

DRIVING CONTROLS

Driving controls are consistent throughout all *NASCAR 98* game modes.

Note: While you can choose from three controller configurations, only the defaults are described in the following section.





DRAFTING

In auto racing, drafting is driving as close as possible to the car in front of you, so the lead car cuts through the air and you follow in its wake. While drafting, you conserve fuel and power because you can afford to ease off the accelerator a bit. When you're ready to pass the lead car, pull out and hit the gas—you'll slingshot right past!

➥ When you catch a car's draft the Draft Meter lights up, increasing as the draft increases.

TRACK MAP

When you're on the circuit, a track map overlay appears in the upper-right corner of the screen. On the track map, your car is marked **P**. If your not in first, second, or third place, those cars are labeled **L**, **2**, and **3** respectively.

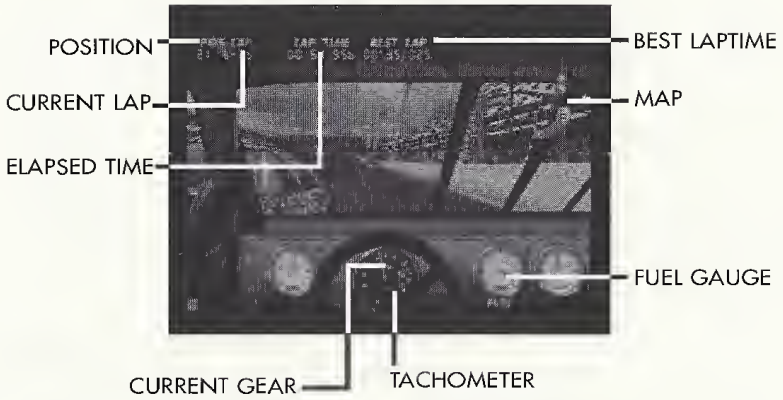
➥ To toggle the track map **ON**/OFF, press **Y**.

DRIVING VIEWS

NASCAR 98 features multiple driving views including an In-the-Car camera with accurate dashboard gauges. During a race, you can cycle views on the fly.

➥ To change your driving view, press **X** or **Z**.

IN-THE-CAR CAMERA



PIT STOP CONTROLS

Once you enter the pit, your racing view changes to the In-the-Car view, the Pit menu appears, and your car enters auto-pilot mode. A standard pit stop refuels the car and changes all four tires.

You have several seconds to decide which pit services you want, as your car automatically observes the pit lane speed limit and steers into its pit stall.

> ***EA* TIP**: Once your car comes to a stop, you can make no further changes.

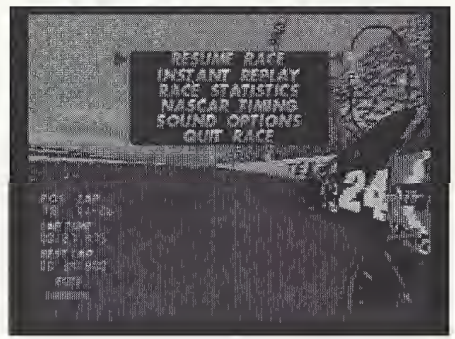
Use the Pit menu to adjust your pit services:

- To toggle the fuel or tire service **ON**/OFF, D-Pad ↕ to move the red arrows to the appropriate service, then D-Pad ↔. When a service is highlighted, it's ON.
- To adjust wedge or rear spoiler downforce, move the red arrows to it, then D-Pad ↔.
- For a "Splash and Go" pit, turn OFF all services except Fuel. Keep an eye on the fuel gauge. When you think you've taken enough, hit the accelerator and go.

THE PAUSE MENU

The Pause menu appears when you pause a race. At the Pause menu, you can view an instant replay, check race statistics, get a detailed breakdown of your performance, adjust sound options, or quit the race.

- To pause a race, press **START**.



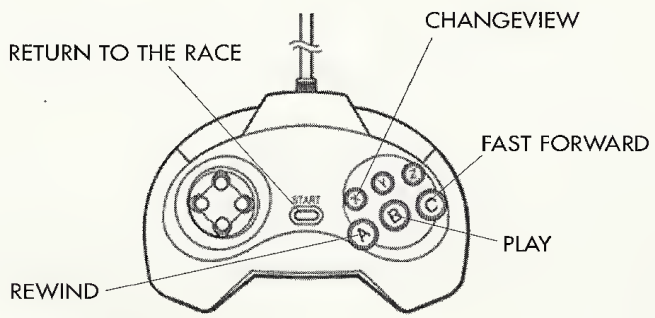
TO SELECT A PAUSE MENU ITEM,
MOVE RED ARROWS TO THE ITEM, THEN PRESS **C**

RESUME RACE

Exit the Pause menu and return to the track.

INSTANT REPLAY

True to its TV-style presentation, *NASCAR 98* lets you view instant replays from multiple camera angles.



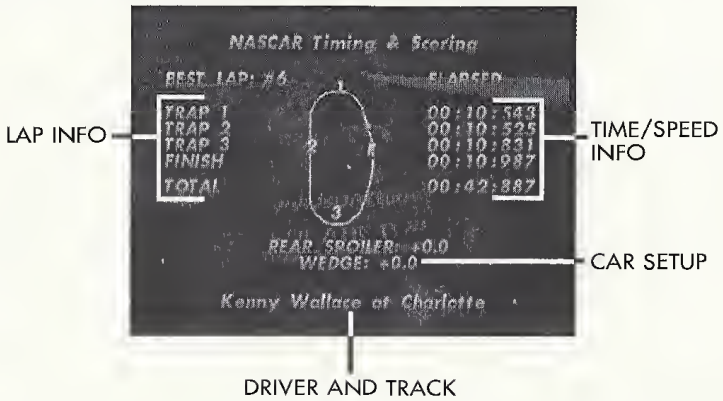
RACE STATISTICS

During a race you can access Race Statistics to check each driver's position, current lap, and time (or number of laps) behind the leader.

- To exit the Race Statistics screen, press **C**.

NASCAR TIMING

NASCAR Timing displays a diagram of the current track along with extensive information on your race in progress.



- To cycle forward/back thraugh the best three laps, press **Z/Y**.
- Ta cycle Elapsed Time, Speed, and Accumulated Time, press **X**.
- To exit the NASCAR Timing screen, press **C**.

SOUND OPTIONS

Turn sound effects and music **ON**/OFF, adjust the volume, and set the sound ta MONO ar **STEREO**.

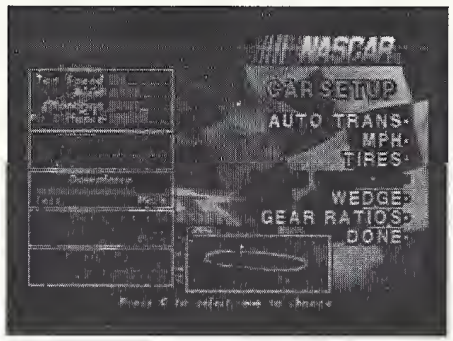
QUIT RACE

Quit the race. When you select QUIT, a message appears prompting yau ta canfirm yaur decisian.

- To quit the race, select YES.
  - In Single Race mode, the Single Race Weekend menu appears.
  - In Championship Season made, *NASCAR 98* distributes championship points to the drivers, and the Season menu appears.

CAR SETUP MENU

Driving around the track is the easy part; races are wan or lost in the garage. Finding the aptimum car setup takes experience and patience. As crew chief, you'll develap a real understanding af car physics and aerodynamics, as yau keep getting your car a little bit better.



TO HIGHLIGHT A NEW ITEM, D-PAD ↕

TO ADJUST OPTIONS D-PAD ↔

TO CONTINUE, HIGHLIGHT DONE AND PRESS **C**

AUTO/MANUAL TRANS

Set your car to **AUTO** (autamatic) or MANUAL transmission. If your car has a manual transmissian, yau are responsible far shifting gears.

MPH/KM/H

Measure speed in **MPH** (miles per hour) or KM/H (kilameters per hour).

TIRES

Set the amount of air pressure in your tires. More air pressure increases handling but tires wear out quickly. Less pressure increases the distance required between pit stops because your tires last longer.

REAR SPOILER

Adjust the amount of downforce on your car's back end. Less downforce increases top speed and gas mileoge, but loosens up the reor end. More downforce increases handling by decreasing tire slide, but top speed is socrificed.

WEDGE

The wedge controls the car's suspension through weight distribution. Less wedge reduces weight off the outside rear tire, moking the suspension feel "loose" through the turns. More wedge increases the weight, tightening the handling and giving the cor more "push".

RUNNING LOOSE: When a car is running laase, it aversteers. In ather words, the back end wants to come around as yau try ta turn, as if you were driving on ice.

PUSHING: A pushing car runs tight. When you try to turn the car, instead af following the racing line to the inside of the track, the car wants ta head far the wall.

GEAR RATIOS

Low end accelerotion lets your car move quickly through the geors, thereby increasing occelerotion out of corners and slow spots. High end gear ratios are beneficial on tracks with little or no slow down becouse your cor doesn't require downshifting into the lower geors.

CHAMPIONSHIP SEASON MODE

Take on the world's best stock car drivers in the NASCAR Cup Series. After each event, *NASCAR 98* awards points determined by final positions. Points ore tollied throughout the seoson, ond the driver with the highest totol at the end of the 17-roce schedule wins the NASCAR Cup championship.

EA SPORTS

➥ When you choose CHAMPIONSHIP SEASON from the Moin menu, the Season menu oppeors.

➪ To stort o season, choose NEW SEASON. The Season Setup menu oppeors.

***EA* TIP**: In Chompionship Season mode, when the Car Setup screen appears following your qualifying run, you must odvonce to the roce; you cannot return to the Roce Weekend menu.

SEASON SETUP MENU

SELECT CAR

Choose the cor and driver you wont.

DONE

Accept the Season Setup. The NASCAR Options menu appears.

☛ *NASCAR Options* on p. 11.

➥ When you've set your NASCAR options, select DONE. Veteran racing onolyst Bob Jenkins presents his expert trock report olong with o trock diogrom. The Race Weekend follows.

RACE WEEKEND MENU

The options thot appear on the Race Weekend menu are identical to those on the Single Roce Weekend menu. ☛ *Single Roce Weekend* Menu on p. 14.

SEASON MENU

At the Seoson menu, you can begin a new seoson, view seoson informotion and stats, ond move on to the next race in an existing season.

NEW SEASON

Sign up for the NASCAR Cup Series.

EA SPORTS

LOAD SEASON

Load a saved season in progress. When you choose LOAD SEASON, the Load Season overlay appears with a list of all the games currently saved to your Sega Saturn's internal memory or back-up RAM cartridge.

- To load a season, highlight it in the list, then press **C** twice to accept and return to the Season menu with your next race ready to go.
- To cancel, press **B**.

SAVE SEASON

Save your season progress up to the last completed race. When you choose SAVE SEASON, the Save Season overlay appears with your season labeled by the next scheduled track.

To enter a custom season name:

1. Press **C** to access the cursor.
2. D-Pad ↔ to move the cursor.
3. D-Pad ↕ to cycle characters.

- To clear a name, press **A**.

4. Press **C** twice to accept the name and return to the Season menu.

- To cancel, press **B**.

To save over an existing season:

1. D-Pad ↕ to select a season to overwrite.
2. Follow the steps for entering a custom season name.

VIEW SEASON INFO

Review the season schedule. As you progress through the series, *NASCAR 98* records the statistical data for each track.

VIEW STANDINGS

Check your championship point total and see where you stand in the challenge for the NASCAR Cup.

NEXT RACE

Move on to the next scheduled race in your championship season.

EXIT SEASON

Return to the Main menu.

CREDITS

PRODUCTION TEAM CREDITS

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Music:	"Flirtin' with Disoster"
	Performed by Molly Hotchet
	Courtesy of Epic Recards by arrangement with Sony Music Licensing
	"Flirtin' with Disaster"
	Written by Banner Thomas, Donny Brawn and Dovid Hlubek Published by Mr. Sunshine Music, Inc.
Originol Music:	"NASCAR Shuffle", "Stroightowoy", "Solo Run", and "Goin' South"Composed, written, ond orronged by Steve Goldstein.
Electric Guitar:	Woddy Wochtel
Electric Guitor:	Burtan Averre
	Hormonico: Chris Smith
	Drums: Dovid Plotshon
	Keybaards: Steve Galdstein Recorded ond mixed ot O'Henry Studios, Burbonk, CA Steve Goldstein caurtesy of Fot Bax, Inc. "First Place" written, composed, ond performed by Dovid O'Neol.
	Electric guitor sala perfarmed by Brendon Whelon
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